DIE HARD 2   DIE HARDER

A major international airport becomes the arena for terror as an elite special forces unit seizes control and threatens to bring planes plunging to the ground. Their plan is swift, brutal and brilliant...but they didn't count for the presence of one man....John McClane.
You play the part of John McClane in this arcade action game based on the No.I U.S. and U.K. cinema hit, set over five explosive levels.

LOADING

AMIGA/ST

Insert disk 1 in drive and switch on computer.

IBM PC

Switch on machine and load MSDOS v.2.0 or later. Select appropriate drive and type DIE (RETURN).

C64 TAPE

Insert tape, rewind to start of side 1 and type SHIFT/RUNSTOP. Press play on recorder.

C64 DISK

Insert disk side 1 and type LOAD"*" ,8, 1 (RETURN).

OPTIONS

The START GAME target will send you to Dulles Airport to do battle with the Terrorists.
The TARGET RANGE target will transport you to the Police Target Range.
The OTHER OPTIONS target will produce another menu screen will the the following targets.
The CONTROL target lets you choose the method of control . The new control option is not enabled until you exit the menu.
The SOUND target allows you to select what sound is heard during gameplay.
The EXIT OPTIONS target will return you to the main menu.

KEYS

F=Freeze game. C=Calibrate light gun. T=Terminate game and return to title screen. F6=Select mouse control. F7=Select Joystick control. F8=Select Light Gun control.

IBM PC COMPATIBLES

Whilst loading the following menu will appear.
Select Video Type: *V-VGA C-CGA E - EGA
Select Music Type: *N-No music B-Bleeps R - Roland A-Adlib
Press G to start.
Pressing the relevant key chooses that option.

KEYS

F10 - Pauses Game. (Fire restarts).
F1-Sound Toggle. ESC-Quit to DOS.

F5-Restart game. (Only when paused).

COMMODORE 64/128

The Commodore 64/128 version has the following options when loaded.
JOYSTICK (Selects Joystick as control method). KEYBOARD (Selects keyboard as control method). REDEFINE KEYS (Lets you define control keys). TARGET RANGE (Transports you to the Police Target Range). START GAME (Transports you to Dulles Airport). MUSIC (Turns music on and off). SOUND EFFECTS (Turns sound effects on and off).
Press P will pause/restart the game.
Fire must be pressed before play commences on each level.

CONTROL

In the game you control a gunsight. Your gun will be fired into the centre of the sight. Also at your disposal are grenades that destroy all terrorists on-screen. Press SPACE or the RIGHT mouse button to throw.

ICONS

When you shoot a terrorist, sometimes he will drop an icon. These are:
MEDICAL KITS - Boost your energy level. GRENADES-Gives extra grenade. FLAK JACKET-Protection from bullets for limited period. * WEAPONS-Weapons of varying capability.
* Not Commodore version.

TARGET RANGE

You have the option of going to improve your shooting at the Police Target Range. Shoot Terrorist targets, avoid Civilian. At the end you will be given a readout of your performance. Try to achieve at least 50%. before tackling the Terrorists.

CREDITS

Programming, sound and graphics by Tiertex Limited.

Die Hard ™-Die Harder ™

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DIE HARD II PROTECTION

At the beginning of the game the player will be asked to enter the arrival time of a flight from the following list.

"PC029 05:09"	"MC252 19:39"	"PA569 06:52"	"ST845 11:02"
"BA123 12:00"	"LQ159 18:30"	"AA143 17:08"	"VE379 09:13"
"DA456 13:30"	"ME357 19:45"	"IS692 21.20"	"DAO14 23:45"
"BC789 14:20"	"PV029 20:36"	"JM713 15:55"	"IC391 18:31"
"SA012 09:55"	"AO146 16:55"	"MW258 16:18"	"LS089 06:00"
"TH256 04:17"	"LZ358 23:45"	"PX016 08:56"	"JE473 21:26"
"PC048 02:58"	"JWO12 14:09"	"OT657 22:34"	"HJ193 09:08"
"MT369 00:35"	"JK356 02:56"	"AM359 03:27"	"UI384 05:48"